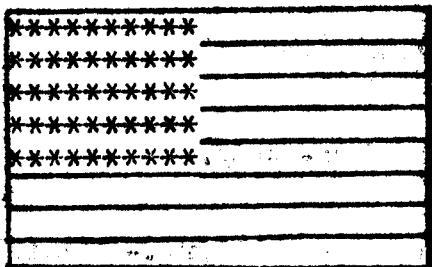


CEREBRAL NEBULA

Vol. 1, #5

CEREBRAL NEBULA

21 June 1967



Buy CEREBRAL NEBULAS where you
work or play.

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The CEREBRAL NEBULA is a journal of Postal Diplomacy (a registered trademark of Games Research, Inc., 48 Wareham St., Boston, Mass. 02118)

The editor is Greg Long

3526 S.W. 112

Seattle, Wash. 98146

All correspondence should be directed to the editor unless otherwise noted. Any literary contributions are particularly solicited although the ed. reserves the right to edit, condense, or sneak in nasty little comments so no one will understand what's going on. Games fees are \$2.00 for all games variant or otherwise (unless the game is a super-variant or a lesser-variant). Team games are \$1.00 per player. Zine sells for \$1.00 per 10 issues.

NOTE: The name of this zine is not Cerebral Nebulae (euchhhh!) and Douglas Beyerlein is not the person to get in touch with if you want to enter a game or speak your mind. Other gamesmasters certainly can be cruel with respect to the above.

1967J
Winter 1901

HAPPINESS IS TO BUILD

ENGLAND (Evans): Build F London

GERMANY (Metzger): Build A Munich & F Kiel

FRANCE (Peery): constant

ITALY (Hueston): Build F Naples

AUSTRIA*HUNGARY (Alden): Build A Trieste & A Budapest

RUSSIA (Rosenbaum): Build F St. Petersburg (n.c.) & F Sev.

TURKEY (Tzudiker): Build A Ankara

Moves for Spring 1901 are due July 18, 1967. Get moves to me: Greg Long
3526 S.W. 112, Seattle, Wash. 98146
I have also been informed that Richard Metzger has gone to his Summer
home somewhere in Tacoma. When I learn of his new location I'll sent carbon
copies of it to all people in 1967J.

PRESS RELEASES

-1967J

Constantinople: The quality of understanding that characterizes Her Majesty
Sarah F. Allen is based on a strong foundation of good upbringing, strong
Family ties, a Christian background, and an adherence to the precept- "Do
unto others as you would have them do unto you."

1967T (CN#2)
Fall 1901

esq esf mrt jnt -eror

AUSTRIA MOVETH NORTH
FRANCE MOVETH NILL

ENGLAND : F Eng.- Brest; A York-Norway; F North (C) A York-Norway
(Turner)

FRANCE: No moves received, all units hold (see below)
(Alexander)

GERMANY: F Holl.(S) A Ruhr-Bel; A Ruhr-Bel; A Mun-Burg.
(Haggert)

ITALY : A Ven-Trieste; A Tyr. (S) A Ven-Trieste; F Tyrr.- Tunis
(TURK)

RUSSIA: A Ukr.- Rum; R Sev & A Gal (S) A Ukr-Rum.; F Gof Both-Swed.
(Baker)

AUSTRIA: A Vienna- Boh; A Bud-Vienna; F Trieste-Adr.
(Gemignani)

TURKEY: F Ankara- Black Sea; A Armenia- Sev.; A Bul- Rum.
(Wagner)

Center positions:

England: 3 home & Norway (4) - Build 1

France: 3 home (3) constant

Germany: 3 home & Bel & Hol (5) - Build 2

Italy: 3 home, Trieste, & Tunis (5) build 2

Russia: Vienna, Bud, ~~Turk~~ (2) remove 1

Russia: 4 home, Rum, & Swed (6) - Build 2

Turkey: 3 home, Bulg (4) - Build 1

Winter 1901 builds are due July 1967. To- Greg Long, etc., etc.

Spring '02 moves due July 18

Note: Charles Turner's new address: 24 Boyd Ct., Pleasant Hill, Calif. 94523

Also, taking over FRANCE is our own Bill Stewart

3223 S.W. 60th.

Seattle, Wash. 98116

PRESS RELEASESSSSSS

Constantinople (September 4, 1901): Nasty Russians! Why attack peaceful
Turkish ships in Black Sea? This vicious attack will not be forgotten
Noo precious! Nasty Russians will be sorry next year. Y

Vienna: Austria is receiving details for Turkey, Italy, Germany on an
important matter of International Health- theirs. The nation making the
best offer has the best chance of improving its health. The Turkish
government is remarked of its lack of ambition in the Balkans. It is believed
with proper negotiations, Turkey and Austria can settle their sphears of
influence.

Of recent their has been some talk of Miss. Gemignani running her own zine.
Xenodogic first posed the question and now Margaret has asked me for my
opinion. Reply- shure, as long as it isn't written.

CV #3
** NEW GAME **
1900

ENGLAND: Louis Gallo
41-15 45th St.
Long Island City, N.Y. 11104

FRANCE: W, Gerald White
4004 S.E. Fine St.
Portland, Oregon 97214

GERMANY: Stephen Hueston
Box 25
Zenith, Wash. 98073

ITALY: James Munroe After July 1: 1315 S. El Molino
630 W. Duarre Rd. (71) Ave, Pasadena, Calif.
Monrovia, Calif. 91016 91106

AUSTRIA: Charles Brannan
3044A Telegraph Ave.
Berkeley, Calif. 94705

RUSHLAT: Mark Lyon Note: Capt. Rodney Walker
4885 Shoreline Dr. TUSLOG Det. 183
Salem, Ore. 97303 APO New York, N.Y. 09254
((must be sent AIR MAIL))

will be temporary player for Mark as Mr. Lyon will miss the first two weeks of diploming. I suggest mail be sent to both addresses.

TURKEY: Margaret Gemignani
67 Windemere Road
Rochester, New York 14610

Game fee of \$2.00, if not already paid, must be paid by Spring move.
Deadline for Spring 1901 move is 18 July 1967. Send moves to
Doug Beyerlein, 3934 S.W. Scuthern, Seattle, Wash. 98116

VARIANTS LEFT AND RIGHT

The following is an article which is continued from last issue.
Sept. Rodney C. Walker, TUSLOG Det. 183, APO New York, N.Y. 09254

Now, how do I go about designing a game? I just finished an article on that for Strategy & Tactics, so I won't go into too much detail. First, I believe that a game must have relevance and credibility. So I first pick an historical period which is fairly well known and one in which several Great Powers may reasonably be postulated. I sketch them out on a map to see how they balance each other. I then decide things like, how many empty provinces to how many supply provinces (ratio), whether sea or land power should dominate (or play balance), and what unique historical circumstances existed in that period which could be made into interesting rules. I don't believe in merely using the original Dippy rules, but always adding a few things to them -- like cavalry and heavy infantry in Imperialism XI. After this, I determine how many home supply centers there are to be, and then I locate them at the population centers of the time. I then proceed to draw province boundaries and add neutral centers where they would logically be at the time and place of the game.

What happens now is largely a matter of trial and error. I put pieces on my draft board and play out the first two or three years of the game several times, each time assuming different strategies and alliance patterns on the part of the player. What I wish to achieve is a situation in which, ~~under ideal circumstances~~, growth rates of the powers are approximately equal, (2) several neutral supply centers are scattered, so each power has a choice of good strategies and equally ~~bad~~ bad directions to go, (3) each power is in a good defensive position for the early part of the game, except under a situation in which all its neighbors conspire against it.

cont.

(4) every aggressive alliance of 2 or 3 powers can be countered by an alliance of the same size with equal effect (assuming the players do their homework--i.e., diplomacy), (5) no player is forced into a given strategy by mere design factors--unless geographical circumstances would dictate such factors. If I achieve these goals, then I have a balanced game design which will allow the skill of the players to determine the outcome of the game.

What do I plan in the future? First, Charlie Turner and I are working on two games as co-designers, and both of them look promising. One is a world-wide game for quite a few players (more than a dozen) which begins in 1861. The other is a game which begins in 2001 and features air power, nuclear weapons, influence, and a number of other factors which will make it a fantastically complicated game. It will be the first attempt I know of to combine the Avalon-Hill "hexagonal square" movement system with the Diplomacy "supply center" concept--it may wind up so designed as to be a 3-dimensional game which features and emphasizes strategy, and tactics to an equal degree, which is not true of Dippy, which emphasizes strategy, or the AH games, which concentrate on tactics. Both of these games are a long way from completion, and will take quite a while, since two people are working on them. I might add that Charlie Turner is an excellent man to work with, being very receptive to ideas and yet full of original thought himself. I do not plan to design any games myself in the near future, unless I go back to the rough sketches I have of a game which involves the United States alone and which begins in 2201 A.D., at a time when the central government is disintegrating and the Governors of the States are fighting for the Presidency!

Larry Peery Esq., 5834 Estelle St., San Diego, Calif. 92115; Mr. Peery has expressed the hope that I print the following: "I have a comment for printing on A-H games: I consider the various A-H games to be nothing more than shooting crap games and as such unworthy of serious consideration by any respectable Diplomacy player. I have only played the Battle of the Bulge game and found it rather dull."

"Well, that's your opinion Larry, but it certainly isn't mine. I don't think that only one game would give you enough of a background to make the comment that the various AH games is nothing but trap shooting. The dei in the AH games is merely a means of transcribing odds (in the form of calculated risks, etc.) into a useable form. Rather than go into this any further I'll conduct a poll; all readers are asked for an opinion on Larry's little comment, pro or con, and why. Had it not been for AH games I might never have gotten into the Postal field of Diplomacy. As I recall, Derek Nelson first planted the seeds of interest while on one of his "tours." Derek found our names out of the AH General sometime in '65 (I'm hardly an oldtimer in Diplomacy) and proceeded from there.

Now fans lets hear those replies.

The following was taken from Erehwon: "From Larry Peery, San Diego, Calif: 'I would like to see (since I am a new player) a column of some type by a recognized expert ((here I am Larry)) (or at least someone who has won a game ((hmmma?))-- I've never met anybody who has) that would serve the same function as a chess column. A sort of background review of the game, as well as discussions of past and present games, and by a player but an outsider who could editorialize on what is going on and perhaps interpret moves as well as discuss alternate possibilities.' ((Well, here I am Larry. Now, what's your first problem?))

Letters To The Ed. @

Larry Peery.... "Thanks for the list of people I insulted, Mr. ... I'm glad."

Charles Reinsel.... "Sincerely, Chas."

Maus... "You have as much problems with mimio as I do with gatto."

CharlesTurner ..."Best (except in VE2)"

In accordance with our announcement policy the following is ripe for publication:

Panzerfaust, a new wargaming publication has arrived. Now in its third big issue, Panzerfaust is drumming nationwide acclaim. Patterned after the AR General its biggest asset is its size. Now 16 pages long, it plans to expand to 30 before the current year ends. Regular editors are Jared Johnson, Donald Greenwood, John Banceurt, among others. Contributing editors plus important wargaming news bring this publication up to size. Cost is \$2 per 8 issue year or 50¢ per issue.

Write Donald Greenwood, Box 280 RD#2, Sayre, Pa., 18840

From Mr. Greenwood: "You are the recipient of this letter chiefly because you were gracious enough to me a free sample of your Diplomacy magazine, and I found it to be one of the 5 best of the numerous samples I received. You may rest assured that when I enter the ranks of the Diplomacy players that I will subscribe to your magazine."

The following is from the latest Diplomania (16/17):

Chaos -- This is played exactly like Regular Diplomacy, except that each of the seven players submits seven complete sets of orders (one for each country) each turn, which are drawn from a hat by the GM, and used as the orders governing the movement of the pieces on the game board. Thus, each player has one chance in seven each turn of his orders being drawn. The players (unless they fantastic good luck) to do well in this game must rely heavily upon Diplomacy"... "The real problem in this game as we see it will be to get the game over -- it will go on forever (unless a fantastic streak of luck accidentally pushes someone over the top), with the lead switching back and forth with the players switching sides against the new leader, unless the players gang up on one person at a time, and knock him out in order to reduce the odds so that their moves are more likely to be drawn. Of course who to knock out is a major problem-- a player certainly wouldn't want to knock out someone who had been writing favorable orders for him--but, then, if he were to side with the other five against the unfortunate player, he'd be next..."

"All the variants in our magazines ((Diplo series)), Chaos ranks as one of the top four or five favorites-- one that would like to play ourselves if someone out there would run a game of it in his magazine. Anyone?????"

We will now be accepting applications for Chaos. Price will only be \$2. Sign up now and avoid the rush (it isn't that funny, is it?).

The other game I'm pushing this issue is Imperialism II. This is the Balkanization war for 9 players. Greek states and Persia are included. Features are Persian double-units, loaning of supplies, and mobilization. Game is played on map formed by uniting six smaller maps at the price of \$5. Maps are all dittoed out and are of excellent quality. The maps send \$5. to either me (gl) or Rod Walker (see page 2). Inc-\$2.00 Unless you enroil for both Chaos and Imp II, in which case I'll only charge \$3 for the whole lot.

Excellent Review of
other Zines

ANIG - Hal Naus, 288 Broadway #139, Chula Vista, Calif. 92010
One more new game being formed at price of \$2.50. Also available are T.S. II and Costa II.

ARMAGEDDONIA - James Dygert (glory seeker) and Charles Turner -Ed.
Send queries asking where zinc is at to Dygert at 2090 Blackwood Dr.
Walnut Creek, Calif., 94596; carries variant CMNISUS and regular and
team games. No new games scheduled (?)

more!-

Barad-Dux - Jack L. Chalker, 5111 Liberty Rights, Ave., Baltimore, Md. 21207; games are \$4

BIG BROTHER - Charles Reinsel, 120 3rd Ave., Clarion, Penn. 16214
games \$4

PROBLEMGNAZ - John McCallum, Ralston, Alberta, Canada Excellent reading
zine containing discussions of rules and other aspects of play. No new
games at present.

DIPLOMANIA - Don Miller, 12315 Judson Rd., Wheaton, Md. 20906; storehouse
for all of the Diplo games with many other features. Large number
of variants run in Miller's games are \$3 & \$2 after first game.

ERHIVON - Capt. Rodney Walker, TUSLOG Det. #183, APO N.Y. N.Y. 09254
(must be sent air mail) Large number of variants including Imperialism
series at \$2 a game.

GLOCKORIA - Dave Lebling, 3 Rollins Court, Rockville, Md. 20852
variant and regular games at \$3 & \$2 after first game.

GRAUSTARK - John Boardman, 592 16th St. Brooklyn, N.Y. 11218; Oldest
zine and possibly best. Keeps tab on all Diplomacy activity.

HIGH LIVER - Richard Shagrin, c/o Col. Richard Shagrin, 2407-24th Loop
Scandia Base, Albuquerque, N.M. 87116 Economic DIPLO

INTERNATIONAL ENQUIRER - Box 14021, University Station, Minneapolis, Minn.
55414; Excellent prose and propaganda, games-\$2

KALMAR - Christina Cartier-3044A Telegraph Ave, Berkeley, Calif. 94205
Games \$4 first game and reduced rate after. Also Galactic Xonc space ware-
fare game and Wild'n Wooly.

LONELY MOUNTAIN - Charles Wells, 3678 Lindholm Rd., Cleveland, Ohio, 44120
excellent zine but ed. will be on vacation most of summer. games-none

STAB - John Koning, 318 S. Belle Vista, Youngstown, Ohio, 44509
One of better zines with no new games planned.

XENODOGIC - Larry Peery, 5834 Estelle St., San Jose, Calif. 95115
one of largest zines and number of variants. New players pay extra in
games by being forced to subscribe to zine instead of formal game fee
of \$2 or \$3.

Thus ends some of the many Diplomacy zines being published.

Thus also ends this issue.

editor: Greg Long
OBSI P.O. 112
Seattle, Wash. 98146

gamesmasters: Greg Long & Doug Beyerlein

publisher: Doug Baker

21128

New Mexico Ambulance

base camp

loop type 100%

100% ready

Richard Shagrin

21128
base camp

21128b
base camp

